

DUNGEON FIGHTER

FIRE AT WILL

EXPANSION

Reelook

I once heard a tale of a group of dauntless, witless heroes. They escaped from a dark, dank dungeon, and it is said the King himself wanted to honor them with the Dungeon Cleaner Medal and the lifelong duty to investigate and eradicate every dungeon in the realm. But they disappeared and were never seen or heard from again.

If I didn't know any better, I'd say ... well those heroes looked very similar to your group of adventurers ... what a coincidence. How lucky that my shop landed right here. You never know with those Portals. I am not really sure how it works, but I always seem to end up exactly beside my clients. Okay, with you it wasn't quite "beside" ... more like "on", but we already dug up your Barbarian friend, so let's forget about it.

Anyway, I carry the finest magic with me, only the best of the best and looking at you, I think you could really use some. How about we start with Fire Magic, I have the hottest stuff... hebe... and you are on your way to the fire mountain range anyway, right?

This expansion for **Dungeon Fighter** contains a mixture of new game materials. But, above all, it gives players access to the secrets of fire magic, the hottest elemental art. So clumsy heroes can now throw around burning things to make it even more interesting. Soon the heroes will get the chance to study the other three arcane elemental arts in future expansions: water, air, and earth.



Game Components

1 RULEBOOK



6 EQUIPMENT
CARDS



6 MONSTER CARDS



1 HERO SHEET



1 DUNGEON SHEET
(DOUBLE-SIDED)



1 FINAL BOSS CARD



7 POWER CARDS



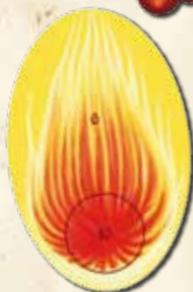
1 FIRE ELEMENT DIE



12 XP TOKENS



20 BURN TOKENS



1 FIREBALL
TEMPLATE



1 EXPLOSION
TEMPLATE



1 FIREWALL



1 FIRE RING

Setup Changes

Besides including new game mechanics, the *Fire at Will* Expansion also includes new cards and sheets. To integrate the new components into the game, take each new component and shuffle it into its respective group (Equipment cards into the Equipment deck, the hero sheet with the other hero sheets, etc.). If players own multiple expansions, they may include as many of them (or as few) as they wish.

The cards are marked with a fire symbol, so you can easily sort them out if you wish.



At this time (and at any other time), please DO NOT stick any tokens in your nose. It may look funny, but who really wants to play with snotty tokens?

Setup is the same as the base game with only a few additional components to set up during step 8.

8. Prepare Other Components:

- Create the XP pool by placing the XP tokens near the tower.

Try to find the place at the table where you can feel the magic.

- Place the burn tokens in a pile next to the scar tokens.

Not too close to your gold, it might melt!

- Assemble the firewall as shown below. Then place the firewall, the fire ring, the fireball template, and the explosion template near the game board.



- Place the fire element die near the white bonus dice.
- Place the Power deck near the Equipment deck.

Of course right away you'll want to fight the new monsters with the new equipment and spells. In the first game, you may cheat a little by shuffling the new cards in at the top of their respective decks so that they will definitely come up. Now you will have the full fire experience!

New Rules

XP (Experience Points)

This expansion includes plastic black tokens, which represent XP. XP is a new resource that players can store on the chest token, similar to gold.



When a thrown die lands showing the special icon (on the target board or not), the hero may choose not to activate his corresponding special ability and instead earn 2 XP.

To earn 2 XP, the hero takes 2 XP tokens from the supply and places them on the chest token.

XP tokens belong to the whole party, not to any one particular hero.

*Gold, dice and XP.
Now we have everything
for a complete fantasy
game. If you're wondering
what we need this XP
stuff for, just read on
and you'll find out!*

Power Cards

PURCHASING POWER CARDS

The Power cards introduced in this expansion allow heroes to cast magical spells to help them survive the perils of the dungeon.

Powerful magic requires experience, which is exactly what the newly introduced XP are for.



*Nothing is like it used to be;
every good-for-nothing hero learns
new abilities. They have this modern
word for it: XP.*

After the heroes finish buying equipment at the shop, they can also buy Power cards.

*Only a complete lunatic of
a wizard would band magic that
powerful to **INEXPERIENCED**
heroes!*

The leader draws **three Power cards** from the deck (regardless of the number of players) and places them faceup. Now the party may buy Power cards with the XP they have accumulated on the chest token. The party can buy as many of the faceup Power cards as they wish. **Each Power card costs 1 XP.**

*The fact that it's three
Power cards is a long-
standing tradition,
dating back thousands of
years. All shop owners
may only list three
Power cards for sale at a
time ~~is~~ not two, not four,
certainly not five, and
most importantly never
six. So says the *Almanac
of Magic*, chapter 3,
paragraph 3...*

Be sure to read the Power cards carefully so that it is clear what advantage it gives the party and which hero should carry it. The party chooses which Power cards to buy, if any, and which hero receives the Power card. If the heroes cannot agree, the leader chooses.

*If you save the good stuff for later, there
will be all sorts of riffraff in the shop...*

A hero who gets a Power card places it faceup near his hero sheet.

Each hero can carry up to three Power cards. If he receives a fourth Power card, he must discard one.

Magic is not a short-term thing. If a hero learns a spell, he will retain it forever... much like hemorrhoids.

Players cannot exchange Power cards with each other.

If the party chooses not to buy any of the fa-cuep Power cards, they are placed in a facecup discard pile next to the Power deck.

If the Power deck becomes depleted, shuffle the discard pile and place it facedown to create a new Power deck.

With 3 shops in a dungeon and 7 Power cards in the deck, your basic arithmetic skills should indicate whether you need to reshuffle the power deck.



Example: The heroes are currently shopping at the shop. After ringing up their equipment purchases, they proceed to survey the Power cards for sale. Marco, the leader, draws three Power cards from the deck. The party has accumulated two XP on the chest token, and they choose to buy the Dragon's Belch for 1 XP. Since Marco does not have any equipment, the heroes choose to give the Power card to Marco.

Power cards grant great power...that's why they are called "Power cards" rather than "Little Pink Flower cards" or some other ridiculous name.

ACTIVATING POWER CARDS



A player may activate a Power card at the **beginning** of his turn. To do so, he must pay the number of XP shown on the card.

Magic is a risky business. With each uttered spell, you lose a part of you...sort of like picking your nose, ya know?

You can handle it, right?

To pay, he takes the number of XP tokens from the chest token and returns them to the XP pool.

Remember, the player who owns the power may choose whether or not to activate it.

Templates

This expansion includes cards that require the use of templates. If a card instructs a player to use a certain template, the player takes the indicated template and **flips it onto the target board**.

Templates are those ginormous pieces of cardboard. Did you find 'em?

Templates follow these rules, unless specified otherwise:

1. A player must flip the indicated template like a coin (i.e., with the player's thumb), and the template must complete one full rotation in the air (at least 180°).

2. If the template lands with any portion of it hanging off the target board and touching the table, the player suffers one damage and must flip the template again.

Flipping the template into the middle of the board is for sissies. Close to the edge, now that's how you show off for the ladies...or demonstrate your stupidity.

3. During the Maintenance phase, remove all templates from the target board.

During a fight, if a die lands on a template, all of the template's abilities take effect. That throw counts as a normal hit against the monster, regardless of the hero suffering any damage from the template. If the die lands showing the special icon, the hero may also activate his special ability.

- If a die lands partially on a template, the players must to see what else the die is touching:
- If the die is **touching the target board**, the throw counts as a normal throw; the hero deals damage to the monster and completely ignores the template.
 - If the die is **touching the table**, the throw counts as a miss.
 - If the die is not touching anything but the template, it counts as a successful throw on the template and activates its ability.

After repeating the above steps aloud three times, surely you won't forget it so easily...or the other players might think you are a bit, well, thick.

FIREBALL TEMPLATE

This template is usually flipped at the beginning of a player's turn. If the die lands on the fireball template, it deals damage to the monster equal to the number shown on the template. If the greater portion of the die occupies the smaller area of the template, it deals 10 damage to the monster; otherwise, it deals 6 damage to the monster.

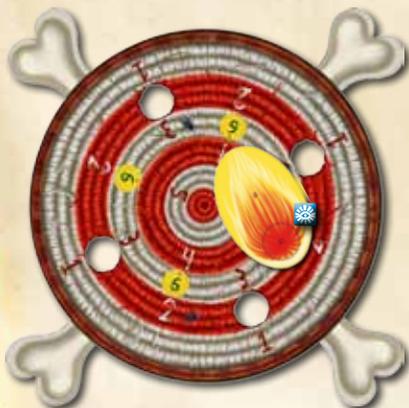


EXPLOSION TEMPLATE

This template is usually flipped at the beginning of a fight. If a die lands on the explosion template, all heroes suffer 2 damage.

BOOOOOOM !!!

Several templates should be no big deal, right? What is on top is on top ...



Example: Marco activates the Dragon's Belch. He spends 1 XP from the chest token and flips the fireball template. Thanks to the mighty Dungeon gods, it lands near the center of the target board. Marco chooses to throw the blue die for his attack. His throw lands showing the special icon and partially on the template and the "2" section of the target board. Because of this, it is a normal throw that deals 2 damage to the monster and he cannot activate the fireball template's effect. However, due to the special icon, he is able to activate his hero's blue special ability.

Element Dice

An element die functions slightly differently than the colored hero dice. A player can throw an element die only when a monster, equipment, or special ability specifies to throw it.

Element dice follow these rules, unless specified otherwise:

- Element dice cannot be placed on the chest token.
- Element dice follow the same rules for throwing dice (see page 7 of the base game rules).
- If an element die lands showing an icon, the corresponding ability takes effect as explained here in the rules.
- Element dice do not replace any other dice. If a player throws an element die, it counts as his turn. Any unused hero dice and bonus dice are still available to use, and play proceeds clockwise as usual.

THE FIRE ELEMENT DIE



The fire element die is an eight-sided die with four different icons. It does not count as a red hero die.



The special icon on the fire element die behaves just like a special icon on a white bonus die. The hero may activate any one of his special abilities (or earn 2 XP instead).

+1 Deal 1 additional damage to the monster, even if the die lands outside the target board.

+2 Deal 2 additional damage to the monster, even if the die lands outside the target board.

+3 Deal 3 additional damage to the monster, even if the die lands outside the target board.

Imagine all of the amazing things one can do with a d8. It has two more sides than the boring old d6. Come to think of it, this sounded way more interesting when the fire demon told me about it. Oh well... it has more sides and looks cool, so that should be enough.

Burn Tokens



Some monsters give burn tokens to heroes. When this occurs, place the indicated number of burn tokens on the affected player's hero sheet. At the beginning of each player's turn during the fight, the current player removes one burn token from his hero sheet and suffers one damage.

Some equipment, special abilities, or Power cards can give burn tokens to monsters. When this occurs, place the indicated number of burn tokens on the monster's card. At the beginning of each player's turn during the fight, remove one burn token from the Monster card and deal one damage to the monster.

To be perfectly clear, burn tokens have nothing to do with thirst...promise!

Special Fire Rooms



Fire Altar

At the beginning of the fight, the first player throws the fire element die. The following player still has all the three colored hero dice to choose from.



Training Room

After the fight ends in this room, the party receives as many XP tokens as shown on the dungeon sheet.

Specific Throw Requirements

Just like in the base game, sometimes the heroes are required to throw the dice in a specific way. There are three new shots related to the element of fire:

Lighter Shot:

The player flips the die with his thumb, as if he were flipping a coin or igniting a lighter.



Firewall Shot:

The player places the firewall on the table between him and the target board so that there is room for the die to bounce on the table between him and the firewall before touching the board. If the die touches the firewall in the process, the hero **suffers 1 damage**, regardless if the die lands on the target board. If the die does not pass above the firewall, the throw counts as a miss.



Fire Ring Shot:

Another player holds the fire ring in the air in front of the player performing the throw. The die must pass through the fire ring and hit the table, before touching the target board. If the die touches the fire ring, the player does not suffer any damage from the fire ring. As long as the die passes through the fire ring, it counts as a normal throw.



Credits

Okay, that's it ... I'm looking forward to meeting you again ... in the slippery wet Water Expansion: The Big Wave. Don't wet yourself because of that though ... babababaaaa ... hrrg ... ngg ... gasp. Enough with all the laughter ... have fun, you heroes!

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I feel sorry that we have to make you go through more ... Mwbabababa ... bababa ... feel sorry ... baha ... I can't take any more!

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